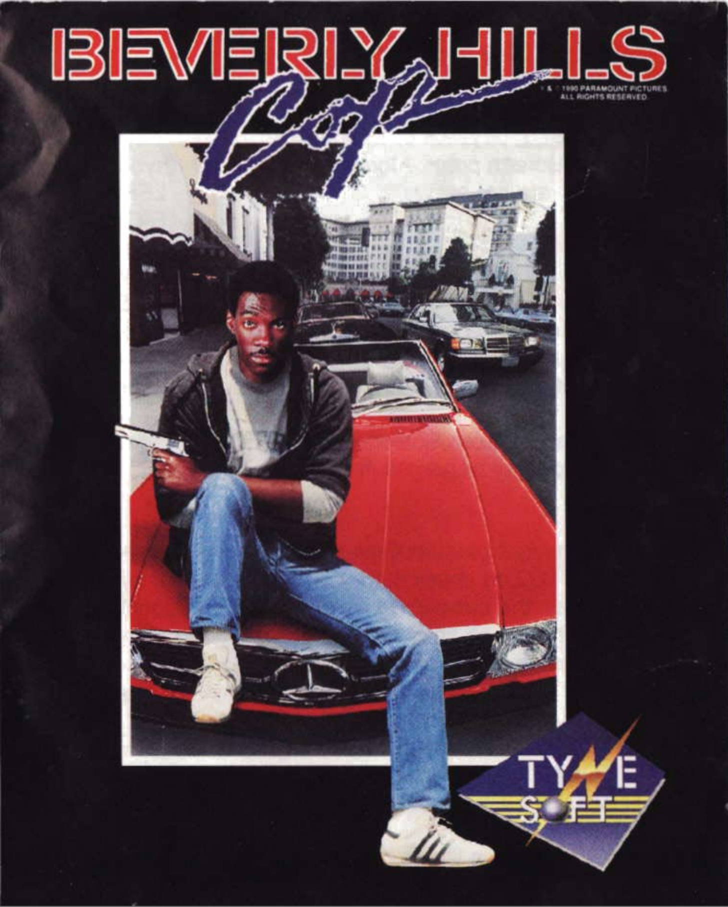

BEVERLY HILLS
Cop
& 1990 PARAMOUNT PICTURES
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TYNE
SOFT

BEVERLY HILLS COP - AMSTRAD CPC

LOADING: Cass Type RUN"
Disk Type RUN" DISK

CONTROLS: Joystick or Keyboard
On Title Screen press J for Joystick or K for Keyboard
The keys are set as:

Z	=	LEFT
X	=	RIGHT
J	=	UP
N	=	DOWN
K	=	FIRE

To redefine keys press R. Then select your choice of keys. The screen border will flash when a change has been made. Press Space Bar to continue to Option Screen.
On the main Option Screen you may select a game to practice or play all games in order.

GAME 1
Whilst on night patrol in Beverly Hills, Axel receives a call from H.Q. to check out an arms depot which is situated on the outskirts of Beverly Hills. On reaching the warehouse he finds members of the gang already there loading crates of arms onto waiting vans. Axel must get to the dispatch bay and stop any further shipments of arms leaving for gangland.
CONTROLS: Walking Left and Right
TO SQUAT - Press down key or pull Joystick down.
TO ANGLE FIRE - Use up or down keys and press Fire Button/Key.
After Axel loses a life he has a 2 second invincibility.

GAME 2

Once the warehouse has been secured, Axel speeds off in hot pursuit of three vans loaded with arms. The guns must be stopped from reaching "Mr. Big" Bruno Bardolino's at his mansion. The gang seeing Axel in hot pursuit starts off-loading crates in his path, so some nifty driving is needed to avoid these and other road users before getting close enough to stop them by the only way he knows - by blasting them off the road and shooting at and exploding the crates inside the van with his faithful Colt 45 automatic.

Control Axel's car with normal keys or Joystick.

GAME 3:

After interrogating the last van driver Axel finds out the whereabouts of "Mr. Big" - in a luxury mansion in Beverly Hills.

The Mansion is well fortified by Mr. Big's men who patrol through the large terraced garden, Axel must carefully pick his way through the guards to gain access to the front door.

Control Axel with normal keys or Joystick

Not all the guards need to be eliminated to succeed to storm the mansion.

After Axel loses a life he has a 2 second invincibility.

GAME 4

Axel now inside the mansion must search the rooms for the hostage held captive by the boss, before arresting Mr. Big himself. The armed guards are in various rooms throughout the building, so Axel must be ready for action at all times.

There are four floors with independent lifts connecting each floor. You are only able to go up or down one floor in the same lift.
The hostage tells Axel that Bruno Bardolino's has a bomb in the building which he intends to use if he is found by the police. Axel must take this threat seriously but not be intimidated enough to get out and save his own skin.
On reaching Mr. Big's den Axel must eliminate this gangland menace and if a bomb is activated get out to safety in the quickest possible time.

CONTROLS - Normal keys or Joystick

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GAME CONCEPT BY SUBWAY SOFTWARE

LICENSED IN CONJUNCTION WITH INTERNATIONAL COMPUTER GROUP
COMPUTER PROGRAMMER: S. ROBSON
COMPUTER ARTIST: D. PEACOCK